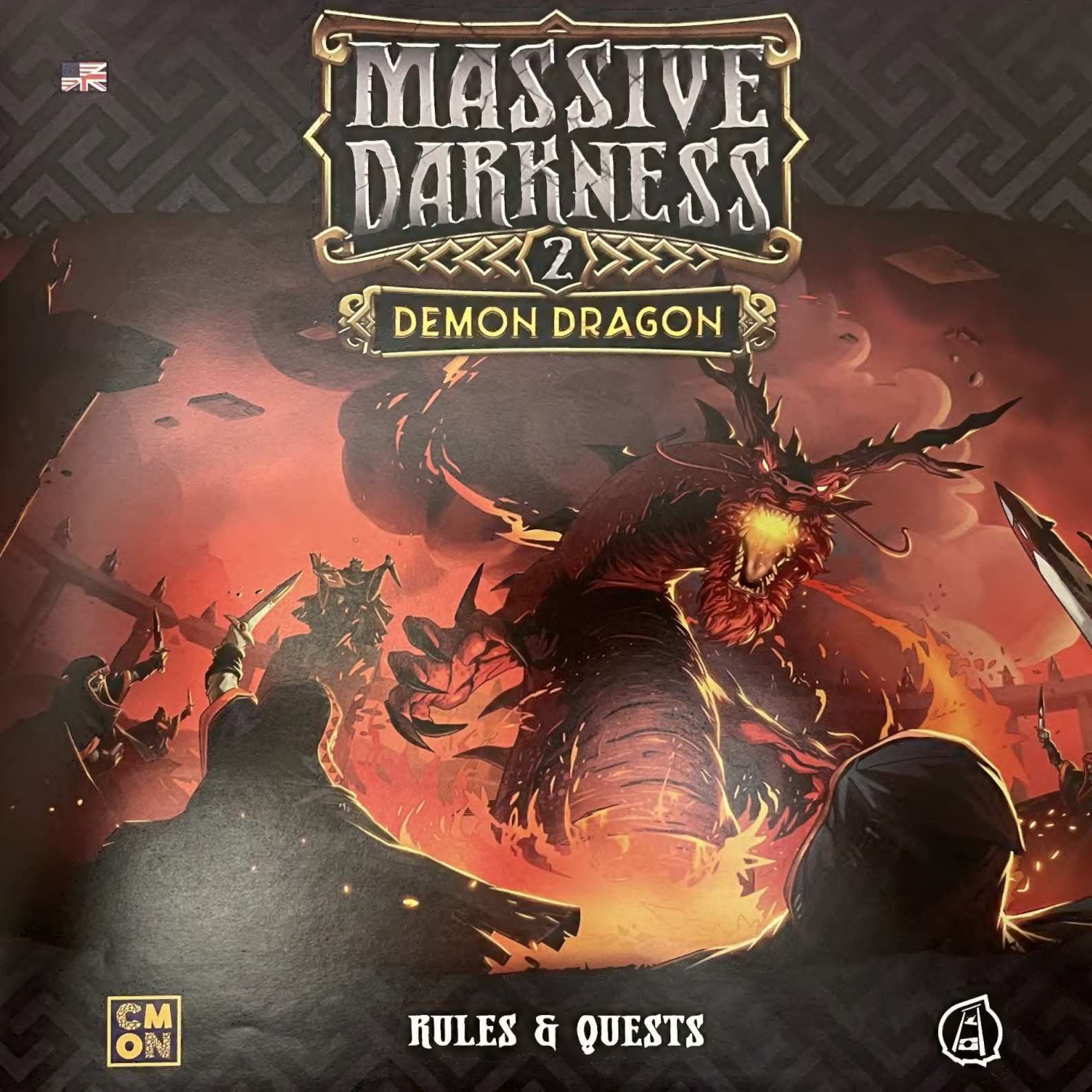
MASSIVE DARKNESS 2

DEMON DRAGON



RULES & QUESTS

CHAPTERS

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GAME COMPONENTS

8 ENEMY MINIATURES

Cultist Minion x6

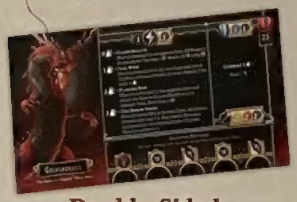
Cultist Leader x1

Demon Dragon x1

Nightmare Dashboard x1

Draconic Skill Card x36

Mob Item Card x6



Double-Sided Boss Dashboard x1

Draconic Track x1

GAME OVERVIEW

Massive Darkness 2: Demon Dragon is an expansion for ***Massive Darkness 2: Hellscape*** and ***Massive Darkness 2: Heavenfall*** where Heroes run through a series of Quests to defeat Grundarkjell, the legendary Demon Dragon.

When playing in Campaign Mode, players will also need access to the Town and the higher levels components from ***Massive Darkness 2: Heavenfall***.

MIXING DEMON DRAGON AND OTHER BOXES

Massive Darkness 2: Demon Dragon comes with 6 additional Mob Item cards. To include them in your games, simply shuffle the Mob Item cards into their corresponding decks.

It also comes with new components that accompany the Draconic track rules, which can be included in any Campaign or One-shot Quest (see next page).

NOTE: *The Cultists are a special Mob that can only be used alongside the Draconic track rules (see page 4).*

Rune Stone Token x4

Draconic Mark Token x30

Hero Marker Token 6

Dragon Stone Token x14

Cultists Mob Card x6

Double-Sided Game Tile x1

ADDITIONAL CONCEPTS

DRACONIC TRACK RULES

Massive Darkness 2: Demon Dragon introduces a new component that replaces the Darkness track. The Draconic track rules can be added to any game and are always added to the 5 Quests from this expansion. The Draconic track is similar to the regular Darkness track, but includes additional concepts that represent the Demon Dragon's influence on the Lightbringers.

ADDITIONAL SETUP

1. When setting up the game, replace the regular Darkness Track with the Draconic track.

2. Shuffle the Draconic skill cards to form a facedown deck, draw 3 cards, and place them faceup in a line next to the Draconic track. These are the available Draconic skills.

3. Place the Tile [D]1B, the Nightmare Dashboard, and all tokens from this box near in a general supply alongside Grundarkjell's miniature.

4. After shuffling all Mob decks, but before spawning any Mob, place the corresponding Cultist Mob card of each tier on top of each Mob deck.

DRACONIC TRACK EFFECTS

During the Darkness Phase, after resolving the regular effect from the top of the track, resolve the icons below the current space:

Gain Draconic Skill: In any order, each Hero chooses 1 of the 3 available Draconic skills to gain. Then, draw one new Draconic skill card to become available (there are always 3 available skills for each Hero to choose from).

Gain Draconic Marks: Each Hero gains that many Draconic Mark tokens.

Draconic Manipulation: Each non-KO'd Hero rolls to check if they are affected by their Draconic skills, resolving the following steps:
- Discard all their Draconic Mark tokens.
- For each discarded Draconic Mark token, the Hero rolls 1
- For each rolled, the Hero applies the negative effect from each of their skills once. The Hero decides in which order to resolve their skills, but each skill must be resolved once before resolving the next

KO'd Heroes simply discard all their Draconic Mark tokens with no effect.

Dragon's Nightmare
Heroes must face the Demon Dragon itself and must try to escape its Lair (*see page 4*).

DRACONIC SKILLS

This expansion comes with a deck of 36 cards that represent the Draconic skills, from which 26 are used in regular games and 10 are added only when playing in Campaign Mode (*see page 5*). These 10 Draconic skills that are used in Campaign only are marked with an icon in their corner.

When playing Demon Dragon Quests or when using the Draconic track rules in any game, some effects give the Heroes Draconic skills. They are similar to regular skills that provide the Hero a special ability, but they also have a drawback: They make the Heroes vulnerable to Grundarkjell.

DRACONIC SKILL CARD

Name

Skill Ability:
This is the effect of the skill. Heroes may benefit from it as any other skill.

Negative Effect:
This is the effect that happens during a Draconic Manipulation for each rolled.

CULTISTS MOB

The Cultists are the loyal servants of Grundarkjell and are trying to summon the Dragon at all cost. This Mob is only used when using the Draconic track rules and they appear regularly during these Quests. When setting up the game, before the starting spawns, place the Cultists Mob cards on the top of their respective decks.

The Cultists Mob deals Draconic Marks to the Heroes and return to the top of the deck when killed. If a Cultists card is drawn while a lower-level Cultists Mob is already in the Dungeon, resolve the regular rules for replacing and activating the Mob (*Hellscape rulebook, page 17*).

IMPORTANT: *If a Cultists card is on the top of the Mob deck and any effect would shuffle it, set the Cultists aside, shuffle the deck, and place the Cultists back on top after that.*

MAGMA ZONES

Tile [D]1B included in this box has 5 Magma Zones, which are Light Zones and may have special effects described in the Quests.

DRAGON'S NIGHTMARE

The Dragon's Nightmare is a special encounter added to the game when playing with the Draconic track rules, that always takes place after round 5, before players roll for Draconic Manipulation. In this encounter, all non-KO'd Heroes are taken to the Dragon's Lair and must try to retrieve as much Loot as they can before the Dragon destroys the Lair, killing everyone in it. The Quest is resumed after the Heroes escape the Dragon's Lair (unless they fail to do so and lose the Quest). KO'd Heroes stay in the Dungeon and do not participate in the encounter.

Starting the Dragon's Nightmare: First, take the Nightmare dashboard, the [D]1B Tile, the Demon Dragon miniature, the Rune Stone tokens, the Dragon Stone tokens, and Hero Marker tokens. Place the corresponding Hero Marker token in each Hero's Zone as a reminder of their position in the Dungeon. Then, remove the Hero miniatures from the Dungeon.

The back of the Nightmare dashboard lists the setup for this encounter. Shuffle all the Dragon Stone tokens. Place 1 Rune Stone token in each corner Zone of the Tile, 2 facedown Dragon Stone tokens in each Magma Zone except the central Zone, and 1 facedown Dragon Stone token per Hero in the central Zone. Any leftover Dragon Stone tokens that are not used should be kept facedown, far from the playing area.

Each Hero starts the encounter standing on 1 of the Dragon Stone tokens in the central Zone. Heroes can't stand in Magma Zones unless they are standing on a Dragon Stone token. Only 1 Hero can stand on each Dragon Stone token at a time. Heroes may stand on the corner Zones.

Place the Demon Dragon standing next to one of the Tile's edges, next to a Magma Zone. It never enters the Tile.

This encounter is played over a series of rounds, with a special Hero Phase and a Dragon Phase:

1-Special Hero Phase:
Each Hero activates, taking up to 2 of the actions below in any combination:

- **Move 1 Zone:** The Hero moves to an adjacent Zone, which can be either a Zone with an empty Dragon Stone token or a corner Zone.
- **Pick Up an empty Dragon Stone token up to 1 Zone away:** The Hero may pick up an empty Dragon Stone token in their Zone or an adjacent Zone. They flip it to see the back side and place it next to their Hero dashboard.
- **Trade Dragon Stone tokens in your Zone:** All Heroes in the same Zone as the Hero may trade their Dragon Stone tokens.
- **Drop a facedown Dragon Stone token up to 1 Zone away:** The Hero may place facedown 1 of the Dragon Stone token they are carrying in their Zone or an adjacent Magma Zone.
- **Escape using a Rune Stone token:** Each corner Zone has a Rune Stone token associated with them. If the Hero is holding a Dragon Stone token with the same Rune icon as the Rune Stone token from the Zone they are currently standing in, they may escape safely from the Lair and wait for the other Heroes to finish the encounter.

2-Dragon Phase
The Dragon rolls 2 and resolves the ability corresponding to the result:

0 : Earthquake
Place 1 on each Hero in a corner Zone. The Dragon is placed on the next edge of the Tile counter clockwise. Then, destroy a Dragon Stone token in a Zone with the most Dragon Stone tokens. Remove it from the Tile, keeping it facedown.

1 : Fire Breath
Place 1 and 1 on each Hero in the 3 Magma Zones in a straight line from the Dragon. The Dragon is placed on the next edge of the Tile clockwise. Then, destroy a Dragon Stone token in a Zone with the most Dragon Stone tokens. Remove it from the Tile, keeping it facedown.

2 : Dragon Leap
Place 1 on all Heroes still on the Tile. The Dragon is placed on the opposite edge of the Tile. Then, destroy a Dragon Stone token on a Zone with the most Dragon Stone tokens. Remove it from the Tile, keeping it facedown.

Note: *Anytime a Dragon Stone token must be destroyed, if all Dragon Stone tokens in that Zone are occupied by Heroes, a Dragon Stone token with a Hero must be destroyed. That Hero is KO'd and all Dragon Stone tokens they are holding are removed from the game. Remove the miniature from the Tile and wait for the other Heroes to finish the encounter.*

Finishing the Encounter: Once all Heroes have either escaped or are KO'd, the encounter ends. Return the Heroes to their Zones, which are marked by their Hero Marker tokens. Heroes that were KO'd return to the Dungeon in that state (they lose all their Health and must use a Lifebringer token to return next round). Heroes that escaped return to the Dungeon as usual and gain rewards according to the Dragon Stone tokens they were able to pick up.

Important: Don't forget to resolve a **Draconic Manipulation** *after acquiring the rewards and returning to the Dungeon.*

If, at any moment, there are no Dragon Stone tokens on the Tile (either because the Heroes are carrying them or they were destroyed), the Quest ends in defeat.

Possible Loot:
The Hero gains 1 of the available Draconic skill draw a new one as usual.

The Hero draws 2 Treasure tokens from the bag. Draw Treasure cards from the corresponding decks and return the tokens to the Treasure bag.

The Hero draws 3 Treasure tokens from the bag. Draw Treasure cards from the corresponding decks and return the tokens to the Treasure bag.

Quests and Campaign

One-Shot Quests: All 5 Quests can be played as single Quests using the regular Hellscape rules along with the Draconic track rules. When playing the Final Quest, use the One-shot side of the Boss Dashboard.

Campaign: When playing in Campaign Mode, players must use the Setup and Campaign Mode rules as described in ***Massive Darkness 2: Heavenfall***. Each Quest lists any specific changes, special rules, and campaign progression instructions.

- **Campaign Treasure Bag:** Setup the Treasure bag with 10 Common Treasure tokens and 3 Rare Treasure token. Each Quest will add and remove tokens.
- **Campaign Phase:** Play each Quest in order from A to E, facing the Demon Dragon as the final Quest using its Boss Dashboard on the Campaign Mode side.
- **Campaign Achievement:** The first time you lose the same Quest twice in a row, gain 1 Lifebringer token. Start each subsequent Quest with an extra Lifebringer token, until the end of the Campaign. This Achievement may be accomplished at any moment, even out of the Town Phase.

Campaign Draconic Skills

When playing in Campaign Mode, Heroes do not keep Draconic skills from one Quest to the next. At the end of each Quest all Draconic skills are shuffled back into the deck.

Throughout a Campaign, as the Dungeon Level increases, new Draconic skills get shuffled into the deck, according to the new Dungeon Level. This happens as soon as the Dungeon Level is reached, even if during a Quest.

Level 1: Add 1 Dragon Speed skill (before the first Quest)
Level 2: Add 1 Dragon Speed skill
Level 3: Add 1 Beast Hunter skill
Level 4: Add 1 Beast Hunter skill
Level 5: Add 1 Pawn Crush skill
Level 6: Add 1 Pawn Crush skill
Level 7: Add 1 Protective Influence skill
Level 8: Add 1 Protective Influence skill
Level 9: Add 1 Burning Blood skill
Level 10: Add 1 Burning Blood skill

Draconic Skills Clarification

Mind Control: To resolve a Mind Control effect, the Hero attacks another Hero in the same zone. When assembling their attack dice pool, do not add the Shadow die. This roll is not affected by any skill or ability, nor generates Mana.

QUEST A:
BESTIAL BLOOD

The cultists are about to start their ritual to summon the Demon Dragon. They will need the fresh blood from a creature of the Darkness before they can begin. They have located a beast, and the heroes set out to destroy it before the cultists do!

Tiles needed (from *Hellscape*, [A] Tiles): **3B, 4A, 6A, 7B.**

QUEST OBJECTIVES

- **Stop the Ritual:** If the Cultists reach the Creature's Chamber, the Quest ends in defeat
- **Bestial Creature:** Kill the Bestial Creature

QUEST SPECIAL RULES

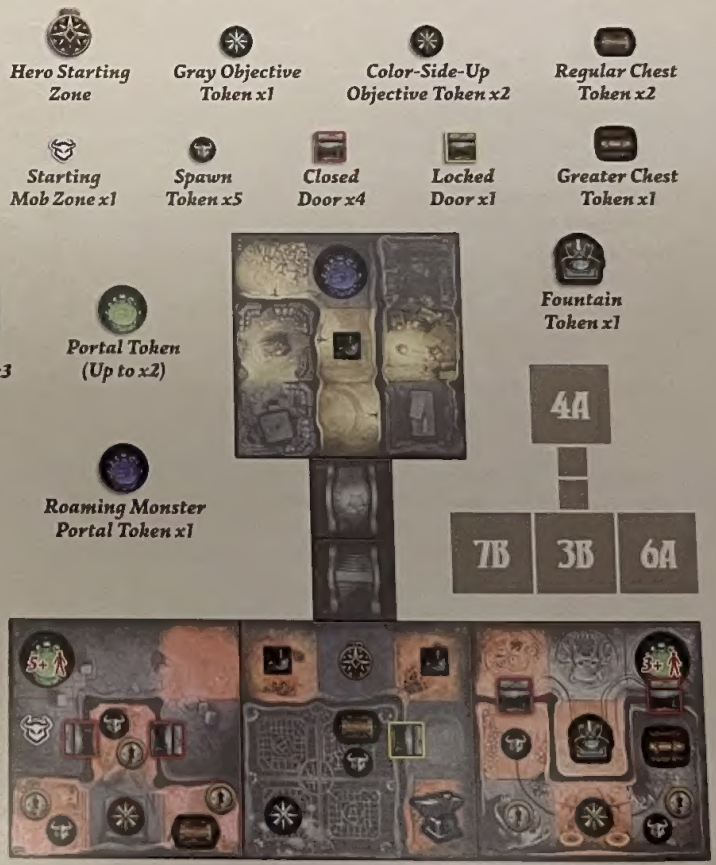
• **Special Setup:** This Quest uses the Draconic track rules. Spawn a Levels 1-2 Cultists Mob on the Roaming Monster Portal. Remove other Cultists Mob cards from their decks and set them aside for this Quest.

• **Old Sorcery Tomes:** The color-side-up Objective tokens represent the Tomes. Any Hero standing in a Tome's Zone may spend 1 action to collect it. That Hero gains 5 XP.

• **The Creature's Chamber:** The Bestial Creature is trapped in the Chamber with the gray Objective token. To open the locked door to its Chamber (marked in yellow), the Heroes must first gather both Tomes to unlock it. Once both Tomes have been collected, any Hero may open the door as usual. When they do, spawn a Level 5 Roaming Monster in the gray Objective token's Zone: this is the Bestial Creature. Don't draw a Door card for this Chamber.

• **The Cultists:** The Cultist are trying to reach the Creature's Chamber. They don't attack. Their only available action is to move to the next Zone toward the Creature's Chamber ignoring any Heroes. If the Cultists are in the Zone containing the Door to the Creature's Chamber and they perform 1 more action, they have reached the Bestial Creature before the Heroes and the Quest ends in defeat.

• **Cultists Horde:** The Demon Dragon's Spirit has consumed the mind of the weak and gathered many followers who will not stop until it is summoned. During each Darkness Phase, if there is no Cultists Mob in play, spawn a Cultists Mob on the Roaming Monster Portal according to the Dungeon Level.



CAMPAIGN CHANGES

• **Old Sorcery Tomes:** When collecting an Objective token, each Hero gains 12 XP instead.

CAMPAIGN PROGRESSION

• **Reward:** Draw 1 Treasure token from the bag. Draw a Treasure card from the corresponding deck and return the token to the Treasure bag.

• **Distribute Experience amongst Heroes as they wish:**
1-2 Heroes: 3 XP
3-4 Heroes: 7 XP
5-6 Heroes: 11 XP

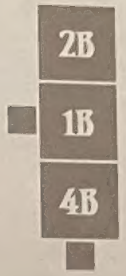
• **Update Treasure bag:** Remove 5 Common tokens, add 1 Rare token and 2 Epic tokens.

NEXT QUEST:
Purging the Ritual (Quest B, page 7).

QUEST B:
PURGING THE RITUAL

The cultists are growing in number! It seems that they're looking for more able-bodies to perform the ritual. The Lightbringers set out to purge this place of cultists and stop the ritual from ever being finished.

Tiles needed (from *Hellscape*, [A] Tiles): **1B, 2B, 4B.**



QUEST OBJECTIVE

- **Weaken the Cult:** Kill 5 Cultists Mobs

QUEST SPECIAL RULES

• **Special Setup:** This Quest uses the Draconic track rules. Place the Cultists Mob cards on top of each corresponding Mob deck as usual (therefore the Mob spawned in the Starting Mob Zone should be the Cultists).

• **Weaken the Cult:** To win the Quest, the Heroes must find and kill 5 Cultists Mobs. Place a Corruption token next to the Darkness track for each Mob killed as a reminder.

CAMPAIGN CHANGES

• **Diminish the Cult:** When a Cultist Leader is killed, each Hero gains 7 XP instead of the usual 2.

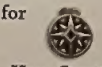
CAMPAIGN PROGRESSION

• **Reward:** Draw 1 Treasure token from the bag. Draw a Treasure card from the corresponding deck and return the token to the Treasure bag.

• **Distribute Experience amongst Heroes as they wish:**
  1-2 Heroes: 3 XP
  3-4 Heroes: 7 XP
  5-6 Heroes: 11 XP

• **Update Treasure bag:** Remove 5 Common tokens, add 4 Epic tokens, and 2 Legendary tokens.

NEXT QUEST:
The Entrance (Quest C, page 8).


Hero Starting Zone

Starting Mob Zone x1

Spawn Token x5

Closed Door x11

Fountain Token x1

Forge Token x1

Spike Trap Token x2

Pillar Token x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Regular Chest Token x2

Greater Chest Token x1

Bridge x2

**Loot tokens are placed according to the number of Heroes:*

1-2 →

3-4 →

5-6 →

QUEST C:
THE ENTRANCE

The cultists have found a way to seal the entrance to the secret ritual chamber by using blood magic. The only way to open a door sealed by blood magic is by pouring dragon blood onto the sealing stones. The Lightbringers must tap into the Demon Dragon's blood and use it to access the ritual chamber.

Tiles needed (from *Hellscape*, [A] Tiles): **1B, 3B, 5A, 6A.**

QUEST OBJECTIVES

Complete the objectives in order:

1- Activate the Blood Stones: Sacrifice Draconic Marks to activate the Blood Stones

2- Exit Through the Ritual Chamber: Escape with all Heroes

QUEST SPECIAL RULES

• **Special Setup:** This Quest uses the Draconic track rules. Place the Cultists Mob cards on top of each corresponding Mob deck as usual (therefore the Mob spawned in the Starting Mob Zone should be the Cultists).

• **Dragon Blood:** During a Draconic Manipulation resolution, for each that Heroes would roll, they may instead consider it as a and perform all Dragon abilities. Each time this is done, instead of discarding the Draconic Mark token, the Hero may place it in their Inventory. Draconic Mark tokens in a Hero's Inventory do not roll during any future Draconic Manipulation resolutions.

• **Blood Stones:** The color-side-up Objective tokens represent the Blood Stones. Heroes need to activate both to enter the Ritual Chamber. In order to activate a Blood Stone, any Hero may spend 1 action and discard 3 Draconic Mark tokens from themselves or their Inventory while standing in the token's Zone.

• **The Ritual Chamber:** The door marked in yellow is locked and can only be opened when both Blood Stones are active. In order to win the Quest, all Heroes must leave through the gray Objective token Zone by spending 1 MP while standing in that Zone.

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1

3-4 → 2

5-6 → 3

CAMPAIGN CHANGES

- **Blood Stones:** When a Blood Stone is activated, each Hero gains 15 XP.
- **Draconic Marks:** At the end of the Quest, discard any Draconic Mark tokens in the Heroes' Inventories.

CAMPAIGN PROGRESSION

- **Reward:** Draw 1 Treasure token from the bag. Draw a Treasure card from the corresponding deck and return the token to the Treasure bag.
- **Distribute Experience amongst Heroes as they wish:**
  - 1-2 Heroes: 3 XP
  - 3-4 Heroes: 7 XP
  - 5-6 Heroes: 11 XP
- **Update Treasure bag:** Remove 2 Rare tokens and add 1 Legendary token.

NEXT QUEST:

The Greater Good... (Quest D, page 9).

Closed Door x7

Locked Door x1

Hero Starting Zone

Starting Mob Zone x2

Spawn Token x6

Forge Token x1

Portal Token (Up to x2)

Roaming Monster Portal Token x1

Regular Chest Token x3

Gray Objective Token x1

Color-Side-Up Objective Token x2

Fountain Token x1

Pillar Token x2

Spike Trap Token x2

Bridge x2

Greater Chest Token x2

QUEST D:
THE GREATER GOOD...

These cultists are truly insane! They believe that summoning the Demon Dragon will bring salvation through destruction! If the Lightbringers don't stop the ritual, it will be the end of all things!

Tiles needed (from *Hellscape*, [A] Tiles): **2B, 5B, 6A.**
Tiles needed (from *Demon Dragon*, [D] Tile): **1A.**

QUEST OBJECTIVES

- **Hold the Summoning:** If the Cult succeeds, the Quest ends in defeat
- **Destroy all 3 Pact Artifacts:** Destroy 3 Objective tokens to kill the Cultist Leader

QUEST SPECIAL RULES

• **No Dragon's Nightmare:** In this Quest, the Dragon Encounter step does not happen.

• **Special Setup:** This Quest uses the Draconic track rules. Place Dragon Stone tokens facedown on the central Tile in the indicated Zones.

Remove all Cultists from the Mob decks. Place the Cultist Leader in the central Zone of Tile 1A and place 2 Cultist Minions, one in each of the indicated Dragon Stone tokens.

• **The Cult:** The Cultists are in the middle of the ritual to summon the Demon Dragon. In order to stop the ritual, the Heroes must keep holding them back. If at the start of an Enemy Phase **6 Cultist Minions** are on Tile 1A, the Quest ends in defeat.

• **Hold the Summoning:** Any Hero standing in a Cultist Minion Zone may spend 1 action to kill a Cultist. Remove the Cultist Minion from the Tile and that Hero gains 1 XP. Then, that Hero rolls a . If a is rolled, they gain 1 Draconic Mark token. At the start of every Darkness Phase, add Cultist Minions distributed as evenly as possible in the Dragon Stone token Zones according to the number of Heroes:

1-2 Heroes: 1 Minion
3-6 Heroes: 2 Minions

• **Pact Artifact:** Each Objective token represents a Pact Artifact. Any Hero may spend 1 action while standing in its Zone to remove the token. Then, each Hero gains 5 XP and 2 Draconic Mark tokens.

• **The Leader:** The Cultist Leader is protected by the 3 Pact Artifacts. The Leader cannot be attacked, interacted with, or be the target of abilities and effects. Heroes or Enemies cannot enter its Zone. When the 3 Pact Artifacts are destroyed, the Leader is killed and the Quest ends in victory.

CAMPAIGN CHANGES

• **Pact Artifact.** When a Pact Artifact is destroyed, each Hero gains 10 XP instead.

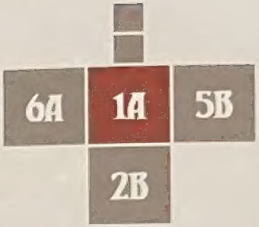
CAMPAIGN PROGRESSION

• **Rewards:** Draw 1 Treasure token from the bag. Draw a Treasure card from the corresponding deck and return the token to the Treasure bag.
• **Distribute Experience amongst Heroes as they wish:**
1-2 Heroes: 3 XP
3-4 Heroes: 7 XP
5-6 Heroes: 11 XP
• **Update Treasure bag:** Remove 2 Rare tokens and add 1 Legendary token.

NEXT QUEST:
The Demon Dragon (Quest E, page 10).

Starting Cultist Leader x1

Starting Cultist Minion x2



**Loot tokens are placed according to the number of Heroes:*

1-2 →

3-4 →

5-6 →

Hero Starting Zone

Objective Token x3

Starting Mob Zone x2

Spawn Token x5

Dragon Stone Token x6

Regular Chest Token x1

Greater Chest Token x1

Fountain Token x2

Forge Token x1

Closed Door x7

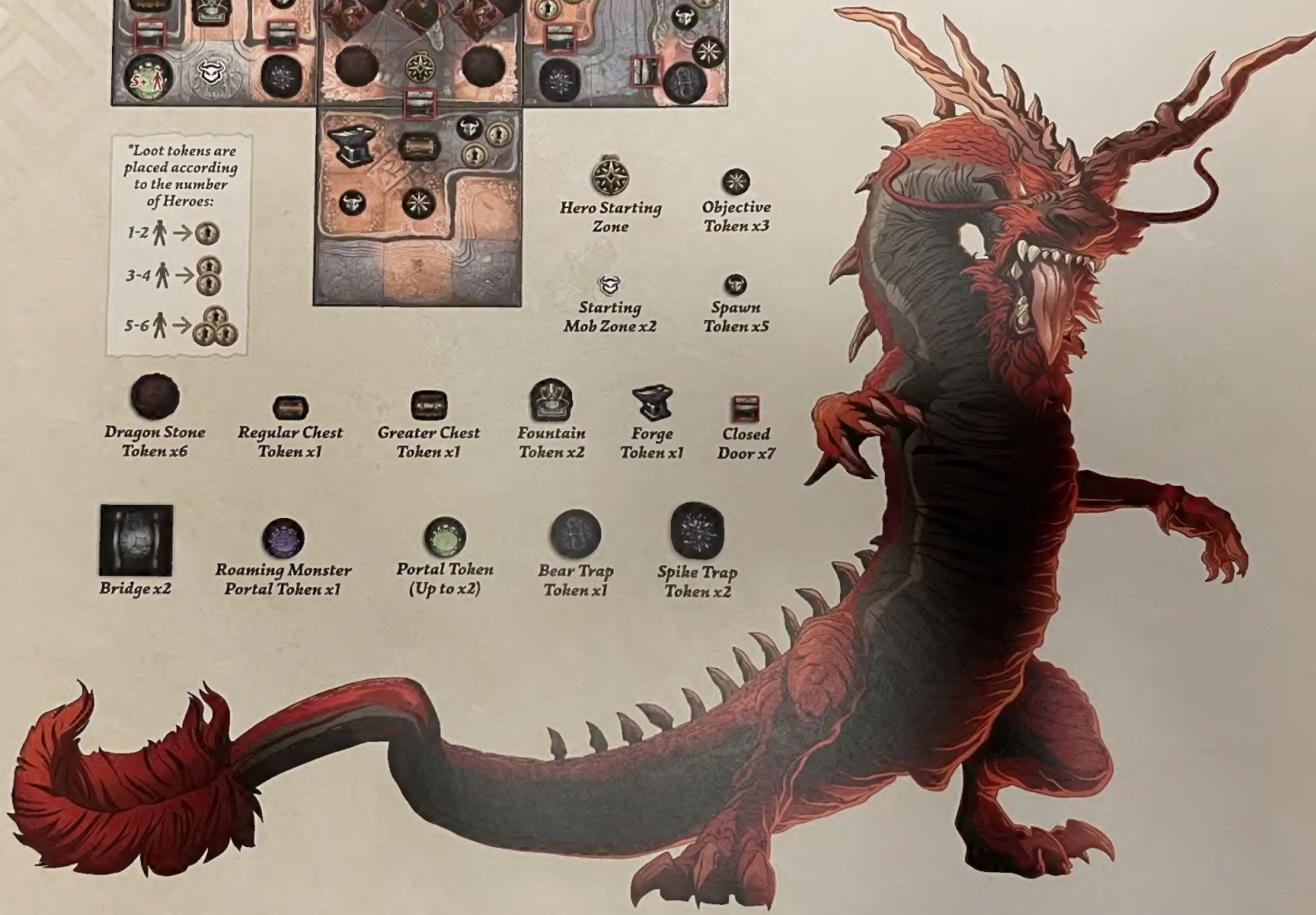
Bridge x2

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Bear Trap Token x1

Spike Trap Token x2



QUEST E:
THE DEMON DRAGON

Unfortunately, the last ingredient of the summoning was the cultist leader's blood, so instead of being stopped, the ritual was concluded and the Demon Dragon is here. It is now up to the Lightbringers to end this cosmic horror they help bring to life!

Tiles needed (from *Hellscape*, [A] Tiles): **2B, 3B, 6A, 7B.**
Tiles needed (from *Demon Dragon*, [D] Tile) **1B.**

QUEST OBJECTIVES

Complete the objectives in order:
1- Raise the Boulders: Raise the Boulders so Heroes have access to the Dragon during the Boss fight
2- Defeat the Demon Dragon: Kill Grundarkjell

QUEST SPECIAL RULES

• **No Nightmare:** During this Quest, the Dragon Encounter step does not happen.

• **Special Setup:** This Quest uses the Draconic track rules. Place the Cultists Mob cards on top of each corresponding Mob deck as usual (therefore the Mob spawned in the Starting Mob Zone should be the Cultists). The 4 corner Zones of the central Tile are Boulder Zones. Take the 4 Rune Stone tokens and randomly place 1 of them in each Boulder Zone. Then, take 4 Dragon Stone tokens, 1 with each different Rune icon, and place them randomly facedown inside each Chamber, as indicated on the Map.

• **Magma Stones:** From the pool of Dragon Stone tokens left, place 5, facedown, 1 in each Magma Zone. Heroes can move through the Dragon Stone tokens standing in Magma. Those are Magma Stones (they can't be picked up). Heroes may not enter Magma Zones, unless they stand on a Magma Stone. Each stone may only be occupied by 1 Hero at a time.

• **Boulder Zones:** Boulder Zones with Rune Stone tokens may not be entered by Heroes. A Hero standing in a Zone with a facedown Dragon Stone token may spend 1 MP to flip it and take the token. Once a Hero stands in a Zone adjacent to a Rune Stone token corresponding to the Dragon Stone token they are carrying, they may spend 1 action to raise the Boulder. Remove the Rune Stone token from the Zone. This Zone can now be accessed by Heroes as usual and counts as a Shadow Zone. Each Hero gains 5 XP.

• **Demonic Enemies:** Enemies can move through or stand in Boulder Zones even before the Boulder is raised there. Enemies can also occupy Magma Zones without any consequence.

CAMPAIGN CHANGES

Do not place any Loot tokens during Setup.

• **Special Setup:** Use the Campaign side of the Boss Dashboard.

DEMON DRAGON'S BOSS FIGHT

As soon as all Boulders have been raised, place the Demon Dragon in the 1st quadrant (see next page). Move any miniatures in the Zones of that quadrant to the closest non-Magma Zone. Differently from other Boss Fights, do not remove anything from the Dungeon except for the Magma Stones. Remove the Draconic track and place the Demon Dragon's Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss Track. Heroes recover all Health and Mana to their maximum values. Then, perform a Level Up Phase and immediately start a new Hero Phase.

• **Boss Track:** If the Boss track reaches its last space, move it back to the first space.

• **Special Setup:** Take 3 Rune Stone tokens and place 1 of them in each Boulder Zone that's not occupied by the Dragon. Then, take 3 of the Dragon Stone tokens with the same icons from these Rune Stone tokens, shuffle and place them with the rune side faceup in a line next to the Dragon's Boss Dashboard forming the Rune track.

Place 1 Draconic Mark token above the first Dragon Stone token in the Rune track: this is the Active Rune. During each Hero Phase, the Dragon can only be attacked from the Boulder Zone that corresponds to the Active Rune. At the start of the each subsequent Hero Phase, advance the Draconic Mark token to the next Dragon Stone token in the track. When the Draconic Mark reaches the last Dragon Stone and must advance, place it above the first Dragon Stone again.

When the Dragon is placed in another quadrant, remove the Rune Stone token from the Boulder Zone it now occupies and place it in the empty Boulder Zone it left.

• **Attacking the Dragon:** Heroes can use any type of attack (Melee, Magic, or Ranged) and do not need LoS when attacking the Dragon (they still need to be on the specified Boulder Zone).

• **Dragon Positioning:** The Dragon starts in the 1st quadrant (*see next page*). When the Dragon is placed in the next quadrant, place it in the next one in clockwise order.If an effect instructs the Dragon to be placed in the opposite quadrant, the Dragon is placed in the quadrant that's on the diagonally opposing corner.

The Boulder Zone of the quadrant the Dragon is standing in can't be accessed by Heroes while it is there. If the Dragon moves to a Zone with a Hero or Enemy standing in the Boulder Zone, the Hero or Enemy takes 1 Wound and is placed in any adjacent non-Magma Zone.

Most of the Dragon's abilities make it target adjacent Tiles and its own Tile. Adjacent Tiles are the Tiles that have Zones adjacent to the quadrant the Dragon is standing in. Make sure to check for Heroes standing in Boulder Zones, since it targets its own Tile as well.

Important: *Heroes and Enemies (except the Dragon) can't enter the Magma Zones during the Boss Fight. The Dragon cannot be moved by any effects or abilities..*

• **Enemy Activation:** During each Enemy Phase (after each Hero's turn) before Grundarkjell activates, all other Enemies activate. While Roaming Monsters activate as usual every Enemy Phase, Mobs only take 1 action.

Dragon movement and attack reference:

Hero Starting Zone

Starting Mob Zone x1

Spawn Token x4

Rune Stone Token x4

Regular Chest Token x2

Greater Chest Token x2

Closed Door x8

Roaming Monster Portal Token x1

Portal Token (Up to x2)

Dragon Stone Token x9

Forge Token x2

Bridge x1

**Loot tokens are placed according to the number of Heroes:*

1-2 → 1 | 3-4 → 2 | 5-6 → 3